

MANUAL BRIEFING

PANZER STRIKE!

MAP MENU:

- (1-8) Move cursor.
- (9) Display current score.
- (0) View terrain only. All units are cleared from the screen so that the underlying terrain can be seen.
- (A-S) Select unit. Press the formation letter followed by the unit number. That unit will become the current unit and you will be placed in the Unit Menu.
- (U) Get unit at cursor position. The unit at the cursor location will become the current unit and you will be placed in the Unit Menu.
- (V) View. All squares that can be seen from the cursor location will be inversed.
- (W) View mission objective. All squares in the mission objective area will be inversed.
- (X) Exit Orders Phase.
- (Y) Inspect stack. The type of the next unit down in the stack will appear at the bottom of the Map Menu.
It can then be accessed with the U key.
- (Z) Toggle maps. The map changes to whichever (strategic or tactical) is not in use.
- (/) The score is displayed and the game will end.
- (*) Places all units on a side under computer control. In Deployment, this key Digs-in all units.

KEYS ACTIVE DURING COMBAT PHASE

- (1) Decrease message delay 1 increment.
- (9) Increase message delay 1 increment.
- (0) Orders. Go to an Orders Phase at the end of the current Combat Phase.
- (P) Toggle pause. When first hit, will stop the action; when hit again, will restart it.
- (S) Toggle sound. Turns sound on and off.
- (T) View terrain only. All units are cleared from the screen so that the underlying terrain can be seen.
- (Z) Toggle maps. The map changes to whichever (strategic or tactical) is not in use.

QUESTIONS OR PROBLEMS: Our main business telephone number is (415) 964-1353. We also have a Technical Support Hotline number: (415) 964-1200, which you can call if you have problems with your disk or need a clarification of the game/rules. Both numbers can be called every weekday, 9 to 5 Pacific Time.



This manual provides technical information useful in playing a game of PANZER STRIKE! The majority of this manual consists of the unit data charts and the weapons chart. In addition, there are some formation composition charts, two sample organizational charts, the terrain effects charts, and the scenario notes.

INTRODUCTION TO THE UNIT DATA CHARTS AND THE WEAPON CHART:

The following charts contain much information which is helpful in playing PANZER STRIKE! The following charts are broken down into two main groups: the five unit data charts and a weapons chart. The unit data charts set forth all necessary information about the units except for the information about the combat weapons that they carry. This information is contained in the weapons chart.

By using the editing feature of PANZER STRIKE!, you can change the unit type for any unit which the computer gives you. In the scenarios you can also change the weapons that each unit carries. The information you need to do this is contained in the following charts.

There are five unit charts used in the game, and the one you are using depends on the nationality of your force. All unit charts use the same weapons chart.

Some weapons, however, appear only on certain fronts; this information is given on the weapons chart. The following gives you which unit chart to consult:

Unit Chart	Nationalities Covered
German	Germany
Soviet	Soviet Union and Poland
British	British Commonwealth
Minor Axis	Italy, Hungary, Rumania, & Finland
Minor Allied	France, Belgium, & Holland

The unit chart you are using has an effect on the editing of units. For instance, if you have chosen to play a country covered by the Minor Axis chart, when you edit a unit you will be able to replace it with any unit on that chart. Thus even though you may have decided to play the Italians, you could give them Hungarian or even those German tanks that are on the same chart.

Note that the unit data that appears in the scenarios may be slightly different from that appearing on the charts.

UNIT DATA CHARTS:

The following column headings are used on the unit data charts:

No.: This is the number to be entered for unit type when editing your units.

Name:	The name of the unit.
Size:	The silhouette size of a vehicle unit
Crw:	The number of men in a vehicle's crew.
1st Shot:	The unit's first shot rating.
Rdo:	The percentage chance that the unit will have a radio.
TG:	A vehicle unit's turret or upper hull gun(s).
HG:	A vehicle unit's hull gun(s).
FT:	A vehicle unit's front turret/upper hull armor.
FH:	A vehicle unit's front hull armor.
ST:	A vehicle unit's side turret/upper hull armor.
SH:	A vehicle unit's side hull armor.
TP:	A vehicle unit's top armor. IMPORTANT: For nonvehicle units, this number is the number of transportation points needed to carry the unit. A cost of 99 means the unit cannot be carried.
Cls:	The class of the unit.
Cost:	The cost of the unit.
1st yr:	The first time period that the unit is available.
Lst yr:	The last time period that the unit is available.
Notes:	Various comments about the unit are on the following line.

GERMAN UNIT DATA

NO.	NAME	SIZE	SPD	CRW	1st SHOT	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	CLS	COST	1ST YR	LST YR
1	PZ-IB	3	15	2	10	90	TMG	TMG	-	-	3	3	1	1	1	L.TNK	4	39	E43
First mass produced german tank, even in 1939 it was obsolete																			
2	PZ-IIC	3	14	3	9	90	20L55	TMG	-	-	3	3	1	1	1	L.TNK	8	39	E43
Obsolete by 1941, it was still used for Recon as late as 1944																			
3	LYNX	3	18	3	15	90	20L55	TMG	-	-	3	3	2	2	2	L.TNK	8	L43	45
Late war recon vehicle, under armed and under armored																			
4	PZ-III E	4	14	5	15	90	37L46	TMG	TMG	TMG	2	3	3	3	1	M.TNK	11	39	41
Designed as a light tank, it was forced to serve as a medium																			
5	PZ-III H	4	13	5	15	90	50L42	TMG	TMG	-	4	6	4	3	3	M.TNK	10	41	L42
This was the tank that astounded the British in 1941																			
6	PZ-III J	4	13	5	15	90	50L60	TMG	TMG	-	7	6	4	3	3	M.TNK	11	E42	L43
The British dubbed this tank the MKIII "SPECIAL"																			
7	PZ-III N	4	13	5	10	90	75L24	TMG	TMG	-	7	6	4	3	3	M.TNK	10	L42	45
Late war support version of the PZ-III																			
8	PZ-38(T)E	3	14	5	10	90	37L46	TMG	TMG	-	4	4	3	2	3	L.TNK	10	40	41
Czech built, this was one of the better German tanks in 1940																			
9	PZ-IV C	4	14	5	10	90	75L24	TMG	-	-	3	3	2	2	2	M.TNK	8	39	40
One of the first versions of the "workhorse" of the Wermacht																			

GERMAN UNIT DATA (Continued)

NO.	NAME	SIZE	SPD	CRW	1st SHOT	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	CLS	COST	1ST YR	LST YR
10	PZ-IVE	4	14	5	10	90	75L24	TMG	TMG	-	4	6	3	3	2	M.TNK	10	41	E42
Increased armour protection over the C model																			
11	PZ-IVF2S	4	14	5	10	90	75L43	TMG	TMG	-	5	6	4	3	2	M.TNK	16	E42	L42
In early 42 this tank was a match for all comers																			
12	PZ-IVG	4	13	5	10	90	75L43	TMG	TMG	-	5	8	4	3	2	M.TNK	13	L42	E44
Mass produced version with the long 75																			
13	PZ-IVH	4	13	5	10	90	75L48	TMG	TMG	-	7	9	4	4	3	M.TNK	12	E43	45
Final version of the PZ-IV, Obsolete but effective																			
14	PANTHER	5	17	5	10	90	75L70	TMG	TMG	-	12	15	5	6	4	M.TNK	25	L43	45
Perhaps the best tank in the world as late as 1955																			
15	TIGER	5	12	5	10	90	88L56	TMG	TMG	-	14	11	8	8	4	H.TNK	25	L42	45
To an inexperienced allied crew, all German tanks were Tigers																			
16	KING TIGER	6	7	5	10	90	88L71	TMG	TMG	-	18	26	11	8	4	H.TNK	50	L44	45
Capable of destroying any tank in WW II																			
17	BRUMBAR	4	12	5	5	90	150L10	-	-	-	14	11	4	3	4	AG	17	E44	E45
Hitler's answer to street fighting																			
18	STUG-IIIB	3	14	4	10	90	75L24	-	-	-	6	6	3	3	3	AG	9	40	E43
1st version of the famous Stug																			
19	STUG-H42	3	13	4	10	90	105L30	TMG	-	-	8	9	3	3	4	AG	13	L42	45
105 version of the Stug																			

NO.	NAME	SIZE	SPD	CRW	1st SHOT	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	CLS	COST	1ST YR	LST YR
20	STUG-IIIG	3	13	4	10	90	75L48	TMG	-	-	8	9	3	3	4	AG	11	L42	45
This was the most produced German vehicle. Cheap and effective																			
21	STUG-IV	3	13	4	10	90	75L48	TMG	-	-	9	9	3	3	4	AG	15	E44	45
Same as the Stug-IIIG, only using a PZ-IV chassis																			
22	JPZ-I	3	16	3	15	90	47L40	-	-	-	1	1	1	1	0	TD	10	40	E43
Used as early as 1940 to destroy superior enemy armor																			
23	MARDER	4	13	4	10	90	76L51	TMG	-	-	2	3	1	1	0	TD	10	E42	45
The 76.2 gun mounted on the Marder was an effective anti-Gun																			
24	NASHORN	5	13	6	10	90	88L71	TMG	-	-	2	3	1	2	0	TD	16	L43	45
This vehicle could kill at unbelievable ranges																			
25	HETZER	3	13	4	5	90	75L48	TMG	-	-	14	14	3	3	4	TD	15	L44	45
Small, compact, and cheap, this was the Volks Panzer																			
26	JPZ-IVL	3	11	4	10	90	75L70	TMG	-	-	14	14	4	3	4	TD	20	L44	45
Yet another use for the PZ-IV chassis																			
27	JGDPANTH	4	17	5	10	90	88L71	TMG	-	-	14	15	6	5	4	TD	35	L44	45
An incredible gun mated with an incredible tank																			
28	ELEFANT	6	7	6	10	90	88L71	-	-	-	22	20	9	8	5	TD	35	L43	L43
Big and slow, it's lack of a MG made it vulnerable																			
29	JGDTIGER	6	7	6	5	90	128L55	TMG	-	-	26	26	11	8	4	TD	60	L44	45
The last word in anti-tank capabilities																			
30	WESPE	4	13	4	5	90	105FH	TMG	-	-	1	2	1	1	0	SPA	10	L42	45
105 mounted on a PZ-II chassis																			

GERMAN UNIT DATA (Continued)

NO.	NAME	SIZE	SPD	CRW	1st SHOT	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	CLS	COST	1ST YR	LST YR
31	HUMMEL	5	13	6	5	90	150FH	-	-	-	2	3	1	2	0	SPA	14	L43	45
	The big fist of the 1944 Panzer division																		
32	LORRAINE	3	12	4	5	90	150FH	-	-	-	1	1	1	1	0	SPA	12	E42	L42
	Early SP artillery on a French chassis																		
33	WIRBLEWIND	5	14	4	20	90	20AA-QUAD		TMG	-	3	4	2	3	0	SPAA	11	L44	E45
	AA version of the PZ-IV																		
34	OSTWIND	5	13	4	20	90	37AA	-	TMG	-	4	6	3	3	0	SPAA	12	45	45
	AA version of the PZ-IV																		
35	BISON	4	14	5	5	90	150L10	-	-	-	1	2	1	1	0	AG	10	L42	45
	Also known as the "Cricket", it mounted a 150IG																		
36	SKFZ-222	3	20	2	15	90	20L55	TMG	-	-	1	2	1	1	0	AC	8	39	45
37	SKFZ-231	4	20	2	15	90	20L55	TMG	-	-	1	2	1	1	1	AC	8	39	45
38	SFZ-234/1	3	18	4	15	90	20L55	TMG	-	-	4	4	1	1	0	AC	8	L44	45
39	PUMA	3	18	4	15	90	50L60	TMG	-	-	4	4	1	1	1	AC	10	L43	45
40	SFZ-234/3	3	18	4	15	90	75L24	TMG	-	-	3	4	1	1	0	AC	10	L44	45
41	SFZ-243/4	3	18	4	15	90	75L48	TMG	-	-	3	4	1	1	0	AC	12	45	45
42	SK250/HT	3	18	2	20	90	TMG	-	-	-	1	1	1	1	0	MDM HT	4	39	45
43	SK251/HT	3	16	3	20	90	TMG	TMG	-	-	1	1	1	1	0	MDM HT	4	39	45
44	SK251/10	3	15	3	20	90	37L46	TMG	-	-	1	1	1	1	0	MDM HT	8	39	45
45	SKFZ-7	4	17	2	0	90	-	-	-	-	0	0	0	0	0	HVY HT	2	39	45

NO.	NAME	SIZE	SPD	CRW	1st SHOT	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	CLS	COST	1ST YR	LST YR
46	OPEL	4	14	2	0	50	-	-	-	-	0	0	0	0	0	MDM TR	2	39	45
47	BUES-NAG	4	12	2	0	50	-	-	-	-	0	0	0	0	0	HVY TR	2	39	45
48	37AT	1	0	5	20	80	37L46	RIFLE	-	-	0	0	0	0	10	ATG	4	39	L42
49	50AT	1	0	6	20	80	50L60	RIFLE	-	-	0	0	0	0	10	ATG	6	41	E43
50	75AT	1	0	6	15	80	75L48	RIFLE	-	-	0	0	0	0	10	ATG	7	L42	45
51	76AT(R)	1	0	6	15	80	76L51	RIFLE	-	-	0	0	0	0	10	ATG	6	E42	45
52	88AT	2	0	8	15	80	88L71	RIFLE	-	-	0	0	0	0	15	ATG	14	E44	45
53	88FLAK	2	0	8	15	80	88FLAK	RIFLE	-	-	0	0	0	0	15	ATG	10	39	45
54	75IG	1	0	6	15	80	75L24	RIFLE	-	-	0	0	0	0	10	IG	4	39	45
55	150IG	2	0	8	5	80	150L10	RIFLE	-	-	0	0	0	0	15	IG	7	39	45
56	81 MORT	1	3	3	20	90	81MOR	RIFLE	-	-	0	0	0	0	3	MORT	3	39	45
57	120 MORT	1	2	3	15	90	120MOR	RIFLE	-	-	0	0	0	0	5	MORT	4	E43	45
58	MEDIUM MG	1	4	2	20	25	MMG	RIFLE	-	-	0	0	0	0	2	MG	2	39	45
59	HEAVY MG	1	3	3	20	25	HMG	RIFLE	-	-	0	0	0	0	4	MG	2	39	45
60	RIFLE SQD	1	6	10	22	25	RIFLE	LMG	CL GRN	ATR	0	0	0	0	10	INF	2	39	E43
61	RIFLE SQD	1	6	10	22	25	RIFLE	LMG	PZFST	ATM	0	0	0	0	10	INF	3	L43	45
62	ENGR SQD	1	6	10	22	25	SMG	LMG	FLAME	DEMO	0	0	0	0	10	INF	4	39	E43
63	ENGR SQD	1	6	10	22	25	SMG	PZFST	FLAME	DEMO	0	0	0	0	10	INF	5	L43	45
64	SMG SQD	1	6	10	23	25	SMG	LMG	ATR	CL GRN	0	0	0	0	10	INF	2	39	E43

GERMAN UNIT DATA (Continued)

NO.	NAME	SIZE	SPD	CRW	1st SHOT	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	CLS	COST	1ST YR	LST YR
65	SMG SQD	1	6	10	23	25	SMG	LMG	PZFST	MOLTV	0	0	0	0	10	INF	3	L43	45
66	LIGHT ART	1	0	32	5	90	75FH	75FH	75FH	75FH	0	0	0	0	99	ART	10	39	45
67	MDM ART	2	0	40	5	90	105FH	105FH	105FH	105FH	0	0	0	0	99	ART	15	39	45
68	HVY ART	3	0	48	5	90	150FH	150FH	150FH	150FH	0	0	0	0	99	ART	20	39	45
69	INF AT	1	6	2	23	25	PZSCHRECK	RIFLE	0	0	0	0	0	2	INF	1	E44	45	
70	PILLBOX	1	0	8	18	90	75L43	HMG	MMG	LMG	10	10	20	20	99	PILL	20	39	45

SOVIET/POLISH UNIT DATA

NO.	NAME	SIZE	SPD	CRW	1st SHOT	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	CLS	COST	1ST YR	LST YR
1	BT-7	4	25	3	10	10	45L46	TMG	-	-	1	2	1	1	1	L.TNK	9	39	E42
	Extremely fast but its armor was extremely thin																		
2	BT-7A	4	25	3	5	10	76L26	TMG	-	-	1	2	1	1	1	C.TNK	10	39	E42
	Command version of the BT-7																		
3	T-26S	4	11	3	10	10	45L46	TMG	-	-	3	2	1	1	1	L.TNK	7	39	E42
	This tank was no match for the Panzers																		
4	T-60	3	15	2	10	20	20L55	TMG	-	-	4	6	2	3	3	L.TNK	10	E42	E44
	Light Soviet recon tank																		
5	T-70	3	14	2	5	20	45L46	TMG	-	-	6	6	4	4	3	L.TNK	9	E42	45
	Light Soviet recon tank																		
6	T-28E	5	10	5	5	10	76L26	TMG	TMG	TMG	6	8	4	4	4	M.TNK	11	39	41
	Sufficed from the multi-turret syndrome																		
7	T-35	6	10	9	5	10	76L16	45L46	45L46	TMG	2	3	2	2	2	H.TNK	17	39	41
	Limbering dinosaur that was rapidly brought to extinction																		
8	KV-I	5	12	5	5	10	76L35	TMG	TMG	-	11	8	8	8	4	H.TNK	15	41	L42
	Shells bounced harmlessly off this tank in 1941																		

SOVIET/POLISH UNIT DATA (Continued)

NO.	NAME	SIZE	SPD	CRW	1st SHOT	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	CLS	COST	1ST YR	LST YR
9	KV-IC	5	10	5	5	20	76L41	TMG	TMG	-	14	11	11	11	4	H.TNK	20	E42	E44
Uparmored version of the KV-1																			
10	KV-85	5	12	5	10	30	85L53	TMG	TMG	-	11	8	8	6	4	H.TNK	19	L43	L44
This tank was rejected in favor of the JS-II																			
11	KV-II	6	9	6	5	10	152L20	TMG	TMG	-	11	8	8	8	4	H.TNK	18	39	E42
This tank frightened the enemy with its ugliness																			
12	JS-II	5	13	4	5	50	122L43	TMG	TMG	-	15	18	11	11	4	H.TNK	30	L44	45
This was the ultimate Russian tank in 1944																			
13	T-34/76A	4	22	4	5	10	76L35	TMG	TMG	-	8	10	6	6	4	M.TNK	15	39	E43
This tank revolutionized tank design																			
14	T-34/76C	4	21	4	5	20	76L41	TMG	TMG	-	10	10	6	6	4	M.TNK	11	L42	45
This was the tank that made up the "Hordes"																			
15	T-34/85	5	20	5	10	40	85L53	TMG	TMG	-	12	10	8	6	4	M.TNK	13	E44	45
The best all-around Russian tank																			
16	SU-76	3	15	4	15	30	76L41	-	-	-	3	4	1	1	0	TD	8	E43	45
Russian attempt at a mobile Russian AT gun																			
17	SU-85	4	20	4	10	30	85L53	-	-	-	10	11	6	6	4	TD	15	L43	45
Low silhouette combined with a good gun																			
18	SU-100	4	19	4	5	50	100L60	-	-	-	13	11	6	6	4	TD	25	L44	45
This vehicle had a superb gun																			

NO.	NAME	SIZE	SPD	CRW	1st SHOT	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	CLS	COST	1ST YR	LST YR
19	JSU-122	5	13	4	5	50	122L43	TMG	-	-	12	14	10	10	4	TD	25	L44	45
Tank destroyer on a JS chassis																			
20	SU-122	4	18	4	5	30	122L22	-	-	-	9	11	6	6	4	AG	17	L43	45
122 mounted on a T-34 chassis																			
21	SU-152	5	13	4	5	30	152L32	-	-	-	9	11	8	6	4	AG	18	L43	L44
22	JSU-152	5	13	4	5	40	152L32	TMG	-	-	12	14	10	10	4	AG	16	E44	45
This SP gun was so sucessful, it was used as late as the 60's																			
23	BA-6	4	19	2	5	10	45L46	TMG	-	-	1	1	1	1	1	AC	8	39	E43
24	BA-64	3	24	2	10	20	TMG	-	-	-	1	1	1	1	0	AC	6	E42	45
25	M3 HT	3	20	2	20	10	TMG	-	-	-	1	1	1	1	0	MDM HT	4	E42	45
26	1&1/2 TON	3	12	2	-	10	-	-	-	-	0	0	0	0	0	MDM TR	2	39	45
27	2&1/2 TON	4	10	2	-	10	-	-	-	-	0	0	0	0	0	HVY TR	2	39	45
28	45 AT	1	0	3	20	10	45L46	RIFLE	-	-	0	0	0	0	10	ATG	4	39	E42
29	45 AT	1	0	3	20	20	45L66	RIFLE	-	-	0	0	0	0	10	ATG	5	E42	45
30	57 AT	1	0	3	20	30	57L73	RIFLE	-	-	0	0	0	0	10	ATG	6	L43	45
31	76 AT	1	0	4	15	10	76L41	RIFLE	-	-	0	0	0	0	10	ATG	5	41	45
32	76 AT	1	0	4	15	30	76L54	RIFLE	-	-	0	0	0	0	10	ATG	6	E43	45
33	82MORT	1	3	3	20	10	82MOR	RIFLE	-	-	0	0	0	0	3	MORT	3	39	45
34	120MORT	1	2	4	15	10	120MOR	RIFLE	-	0	0	0	5	0	MORT	4	39	45	
35	76IG	1	0	4	15	10	76L16	RIFLE	-	-	0	0	0	0	10	IG	3	39	45
36	122HOW	2	0	6	10	20	122FH	RIFLE	-	-	0	0	0	0	15	HOW	5	39	45
37	MDM MG	1	4	2	20	10	MMG	RIFLE	-	-	0	0	0	0	2	MG	2	39	45
38	HVY MG	1	3	3	20	10	HMG	RIFLE	-	-	0	0	0	0	4	MG	2	39	45
39	37AA	1	0	3	20	10	37AA	RIFLE	-	-	0	0	0	0	10	AA GUN	5	39	45

SOVIET/POLISH UNIT DATA (Continued)

NO.	NAME	SIZE	SPD	CRW	1st SHOT	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	CLS	COST	1ST YR	LST YR
40	RIFLE SQD	1	6	10	21	10	RIFLE	LMG	ATR	MOLO	0	0	0	0	10	INF	2	39	45
41	SMG SQD	1	6	10	22	10	SMG	ATR	MOLO	-	0	0	0	0	10	INF	2	39	45
42	ENGR SQD	1	6	10	21	10	RIFLE	ATM	FLAME	DEMO	0	0	0	0	10	INF	5	39	45
43	MDM ART	2	0	40	1	50	122FH	122FH	122FH	122FH	0	0	0	0	99	ARTY	15	39	45
44	HVY ART	3	0	48	1	50	152FH	152FH	152FH	152FH	0	0	0	0	99	ARTY	20	39	45
45	INF AT	1	6	2	21	10	ATR	RIFLE	-	-	0	0	0	0	2	INFAT	1	39	45
46	KATYUSHKA	3	0	24	99	50	132RKT	132RKT	132RKT	132RKT	0	0	0	0	99	ARTY	10	E42	45
47	TK.3	2	20	2	15	10	TMG	-	-	-	2	2	1	1	0	L.TNK	6	39	39
	Polish tank																		
48	TK.3M	2	20	2	10	10	20L55	-	-	-	2	2	1	1	0	L.TNK	11	39	39
	Polish tank																		
49	TKS	2	12	2	15	10	TMG	-	-	-	2	2	2	2	0	L.TNK	5	39	39
	Polish tank																		
50	7 TPJW	3	10	3	10	10	37L21	TMG	0	0	4	3	2	2	1	M.TNK	8	39	39
	Based on a British design, this was the best Polish tank																		
51	FT-17	3	6	2	15	10	TMG	-	-	-	2	2	1	1	1	I.TNK	5	39	39
	Export version of a WWI French tank																		
52	WZ-34	3	20	5	15	10	TMG	TMG	TMG	-	2	2	1	1	1	AC	7	39	39
53	WZ-34A	3	20	5	10	10	37L21	TMG	TMG	-	2	2	1	1	1	AC	9	39	39
54	37 AT	1	0	5	20	10	37L21	RIFLE	-	-	0	0	0	0	10	ATG	3	39	39

NO.	NAME	SIZE	SPD	CRW	1st SHOT	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	CLS	COST	1ST YR	LST YR
55	75IG	1	0	6	15	10	75L10	RIFLE	-	-	0	0	0	0	10	IG	5	39	39
56	INF SQD	1	6	10	21	10	RIFLE	MOLO	-	-	0	0	0	0	10	INF	2	39	39
57	CAV TRP	2	12	10	20	10	RIFLE	-	-	-	0	0	0	0	99	CAV	3	39	39
58	60 MORT	1	4	2	15	10	60MOR	RIFLE	-	-	0	0	0	0	3	MORT	3	39	39
70	PILLBOX	1	0	8	10	10	76L41	HMG	HMG	SMG	10	10	20	20	99	PILL	20	39	45

BRITISH COMMONWEALTH UNIT DATA

NO.	NAME	SIZE	SPD	CRW	1st SHOT	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	CLS	COST	1ST YR	LST YR
1	MK IIA	2	15	2	20	80	TMG	-	-	-	1	1	1	1	1	L.TNK	6	39	40
	British light tank																		
2	MK VIC	2	18	3	20	90	TMG	15MMBESA	-	-	2	2	1	1	1	L.TNK	9	39	41
	Fastest tank in the desert, also fastest dying																		
3	HONEY	3	18	4	10	90	37L53	TMG	TMG	TMG	4	4	4	3	3	L.TNK	11	41	E44
	American lend lease tank, used even late in the war																		
4	STUART VI	3	17	4	10	90	37L53	TMG	TMG	TMG	6	6	4	3	3	L.TNK	9	E43	45
	Late war version of the honey																		
5	A 10	4	8	5	10	90	2PDR	TMG	TMG	-	3	3	1	1	1	C.TNK	9	39	40
	Too slow to be a cruiser tank																		
6	A 13	4	16	4	10	90	2PDR	TMG	-	-	3	3	1	1	1	C.TNK	10	39	40
	Faster than the A10, still not quite up to specs																		
7	CRUSADER I	4	16	5	10	90	2PDR	TMG	TMG	-	4	3	3	3	1	C.TNK	9	41	E43
	Against its counterpart, the PZ-IIIH, this tank come off 2nd																		
8	CRUSADR III	4	16	3	5	90	6PDR	TMG	-	-	5	4	3	3	1	C.TNK	11	L42	E44
	Up gunned version of the Crusader																		
9	MATILDA II	3	8	4	10	90	2PDR	TMG	-	-	8	8	8	7	2	I.TNK	15	40	E43
	This tank astounded the Germans in 1940																		
10	VALENT III	4	10	4	10	90	2PDR	TMG	-	-	6	7	6	5	2	I.TNK	10	E42	E43
	The most produced version of British tanks																		
11	VALENT IX	4	10	3	5	90	6PDR	-	-	-	6	7	6	5	2	I.TNK	11	L42	L43
	Up gunned but under-crewed Valentine																		
12	CHURCH I	4	8	5	15	90	2PDR	TMG	3" HOW	-	10	9	9	8	3	I.TNK	13	L42	L43
	This tank was designed to serve in a bombed out environment																		

NO.	NAME	SIZE	SPD	CRW	1st SHOT	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	CLS	COST	1ST YR	LST YR
13	CHURCH IV	4	8	5	15	90	6PDR	TMG	TMG	-	11	9	10	8	3	I.TNK	15	L43	45
	Up gunned version of the Churchill																		
14	GRANT	5	13	6	10	90	37L53	TMG	75L31	TMG	11	6	5	4	4	M.TNK	11	E42	L43
	The "Lee" or "Grant" was an incredible boost to the 8th Army																		
15	SHERMAN I	5	13	5	10	90	75L38	TMG	TMG	-	8	8	6	4	4	M.TNK	9	L42	L44
	The most produced tank of WWII																		
16	SHERMAN III	5	13	5	10	90	76L54	TMG	TMG	TMG	9	11	6	4	4	M.TNK	11	L44	45
	The 76 gun made the Sherman considerably better																		
17	CROMWELL	4	20	5	15	90	6PDR	TMG	TMG	-	8	8	7	3	2	M.TNK	13	L43	45
	Suffered from the standard problem of too small a gun																		
18	CENTAUR	4	20	5	10	90	75L38	TMG	TMG	-	8	8	7	3	2	M.TNK	15	E44	45
	An attempt to rectify the Cromwell's problem																		
19	FIREFLY	5	12	5	10	90	17PDR	TMG	-	-	11	9	6	4	4	M.TNK	16	L44	45
	Probably the best of the variations of the Sherman																		
20	CHALNGER	5	18	5	10	90	17PDR	TMG	-	-	8	9	7	3	2	M.TNK	19	L44	45
	The best version of the Cromwell																		
21	COMET	4	16	5	10	90	77L49	TMG	TMG	-	10	8	6	3	2	M.TNK	17	45	45
	Very late British design																		
22	ARCHER	4	11	4	10	90	17PDR	TMG	-	-	1	6	1	6	0	TD	15	L44	45
	Put a 17PDR on a Valentine chassis and you get the Archer																		
23	ACHILLES	4	16	5	10	90	17PDR	TMG	-	-	8	7	3	2	0	TD	17	45	45
	Latewar tank destroyer slightly better than the Archer																		
24	CRUSDR CS	4	16	5	5	90	3" HOW	TMG	TMG	-	4	3	3	3	1	CS.TNK	10	41	E43
	Close support tank																		
25	MATLDA CS	3	8	4	5	90	3" HOW	TMG	-	-	8	8	8	7	2	CS.TNK	12	41	E43
	Close support tank																		

BRITISH COMMONWEALTH UNIT DATA (Continued)

NO.	NAME	SIZE	SPD	CRW	1st SHOT	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	CLS	COST	1ST YR	LST YR
26	CRMWL CS	4	20	5	5	90	95 HOW	TMG	TMG	-	8	8	7	3	2	CS TNK	14	L43	45
	Close support tank																		
27	CHURCH CS	4	8	5	10	90	95 HOW	TMG	TMG	-	11	9	10	8	3	CS TNK	15	E43	45
	Close support tank																		
28	CROCODILE	4	8	5	13	90	6PDR	TMG	FLAME	-	15	13	14	12	3	FT TNK	25	E44	45
	One of Hobarts funnies, this Croc had deadly teeth																		
29	BISHOP	6	10	4	5	90	25PDR	TMG	-	-	1	6	1	4	1	SPA	11	E42	E43
	Almost as ugly as the KV-II, also as big																		
30	PRIEST	4	14	4	10	90	105FH	TMG	-	-	2	3	1	1	0	SPA	9	L42	45
	Mobil and deadly, this was a good all around SP gun																		
31	SEXTON	4	13	6	15	90	25PDR	TMG	TMG	-	2	2	1	1	0	SPA	8	L43	45
	Canadian version of the Priest																		
32	DAIMLER	3	24	3	10	90	2PDR	TMG	-	-	2	2	1	1	1	AC	9	39	45
33	HUMBER	3	24	3	20	90	TMG	TMG	-	-	2	2	1	1	1	AC	6	39	45
34	STAGHOUND	3	24	4	10	90	75L38	TMG	TMG	-	5	2	3	2	1	AC	12	E44	45
35	BREN	2	18	2	20	50	TMG	ATR	-	-	1	1	1	1	0	M VEH	4	39	45
36	M3 HT	3	19	2	20	90	TMG	-	-	-	1	1	1	1	0	MDM HT	4	E42	45
37	KANGAROO	4	13	2	20	90	TMG	-	-	-	11	11	4	4	0	M VEH	6	L44	45
38	1&1/2 TON	3	12	2	-	20	-	-	-	-	0	0	0	0	0	MDM TR	2	39	45
39	2&1/2 TON	4	10	2	-	20	-	-	-	-	0	0	0	0	0	HVY TR	2	39	45
40	2PDR AT	1	0	5	20	80	2PDR	RIFLE	-	-	0	0	0	0	10	ATG	4	39	L42
41	6PDR AT	1	0	6	20	80	6PDR	RIFLE	-	-	0	0	0	0	10	ATG	6	E43	45
42	17PDR AT	1	0	6	15	80	17PDR	RIFLE	-	-	0	0	0	0	10	ATG	9	L44	45
43	25 PDR	2	0	8	5	80	25PDR	RIFLE	-	-	0	0	0	0	15	IG	5	39	45

NO.	NAME	SIZE	SPD	CRW	1st SHOT	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	CLS	COST	1ST YR	LST YR
44	3" MOR	1	3	3	15	80	3" MOR	RIFLE	-	-	0	0	0	0	3	MORT	3	39	45
45	4.2" MOR	1	2	4	15	80	4.2" MO	RIFLE	-	-	0	0	0	0	5	MORT	4	39	45
46	MDM MG	1	4	2	21	20	MMG	RIFLE	-	-	0	0	0	0	2	MG	2	39	45
47	HVY MG	1	3	3	20	20	HMG	RIFLE	-	-	0	0	0	0	4	MG	2	39	45
48	INF SQD	1	6	10	22	20	RIFLE	ATR	-	-	0	0	0	0	10	INF	2	39	E43
49	INF SQD	1	6	10	22	20	RIFLE	PIAT	-	-	0	0	0	0	10	INF	3	L43	45
50	ENG SQD	1	6	10	22	20	RIFLE	FLAME	DEMO	ATR	0	0	0	0	10	INF	4	39	E43
51	ENG SQD	1	6	10	22	20	RIFLE	FLAME	DEMO	PIAT	0	0	0	0	10	INF	5	L43	45
52	MDM ART	2	0	40	1	90	25PDR	25PDR	25PDR	25PDR	0	0	0	0	99	ARTY	15	39	45
53	HVY ART	2	0	50	1	90	4.5" FH	4.5" FH	4.5" FH	4.5" FH	0	0	0	0	99	ARTY	20	39	45
54	HVY ART	2	0	50	1	90	8" HOW	8" HOW	8" HOW	8" HOW	0	0	0	0	99	ARTY	25	L42	45
55	INF AT	1	6	2	20	20	PIAT	RIFLE	-	-	0	0	0	0	2	INF AT	1	L43	45
56	PILLBOX	1	0	10	10	90	25PDR	HMG	HMG	SMG	10	10	20	20	99	PILL	20	39	45

MINOR AXIS UNIT DATA

NO.	NAME	SIZE	SPD	CRW	1st SHOT	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	CLS	COST	1ST YR	LST YR
1	CV-L3/35	2	14	2	20	80	TMG	TMG	-	-	1	1	1	1	1	L.TNK	4	39	E42
	Italian tankette																		
2	CV-L6/40	3	14	2	10	80	20L55	TMG	-	-	2	3	2	2	1	L.TNK	10	41	L43
	Light tank																		
3	M-11/39	4	12	3	5	80	TMG	TMG	37L40	-	2	1	2	1	1	M.TNK	6	40	41
	The first in a long series of iron coffins																		
4	M-13/40	4	11	4	5	80	47L32	-	TMG	-	2	3	1	1	1	M.TNK	6	41	E43
	The main Italian tank in the desert																		
5	M-15/42	4	13	4	10	80	47L40	TMG	TMG	TMG	4	3	3	3	3	M.TNK	12	E43	L43
	The best Italian tank?																		
6	P-26/40	4	13	4	5	80	75L18	TMG	TMG	-	6	8	4	4	4	H.TNK	12	L43	L43
	An Italian attempt to build a heavy tank																		
7	SEM-47	3	14	3	10	80	47L32	TMG	-	-	3	3	2	2	0	AG	8	L42	L43
	Based on the L6 chassis, its gun was too small																		
8	SEM-75	3	13	4	5	80	75L18	TMG	-	-	4	3	3	3	3	AG	8	E42	L43
	The best Italian vehicle of the war																		
9	SEM-105	3	13	4	5	80	105L30	TMG	-	-	8	8	4	3	4	AG	14	L43	L43
	An attempt to make the SEM-75 better																		
10	SEM-90	3	11	4	10	80	90L53	TMG	-	-	1	3	1	3	0	SPAA	13	E42	L43
	Anti-aircraft Semovente																		
11	TIGER	5	12	5	10	90	88L56	TMG	TMG	-	14	11	8	8	4	H.TNK	32	L43	45
	Help from the Germans																		
12	CKD-R.1	3	16	2	20	70	TMG	TMG	-	-	1	1	1	1	1	L.TNK	8	39	L42
	Rumanian light tank																		
13	CKD-P.II	3	13	4	10	70	37L46	TMG	TMG	-	2	2	1	1	1	L.TNK	11	39	L42
	Rumanian light tank																		
14	R-35	3	8	2	5	70	37L21	TMG	-	-	6	4	6	4	3	L.TNK	9	39	L42
	Capture by the Germans, given to the Rumanians																		

NO.	NAME	SIZE	SPD	CRW	1st SHOT	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	CLS	COST	1ST YR	LST YR
15	PZ-38(T)E	3	14	5	10	90	37L46	TMG	TMG	-	4	4	3	2	3	L.TNK	11	40	L42
	Help from the Germans																		
16	PZ-IVH	4	13	5	10	90	75L48	TMG	TMG	-	7	9	4	4	3	M.TNK	15	E43	45
	Help from the Germans																		
17	TOLDI-I-II	3	15	3	10	70	20L55	TMG	-	-	2	2	1	1	1	L.TNK	10	39	L43
	Hungarian light tank																		
18	TURAN-I	3	15	5	15	70	47L40	TMG	TMG	-	5	5	3	3	2	M.TNK	13	40	45
	Actually a decent vehicle																		
19	TURAN-II	3	15	5	10	70	75L24	TMG	-	-	5	5	3	3	2	M.TNK	11	E44	45
	Up gunned version of the Turan																		
20	FT-18	3	7	2	5	90	37L21	-	-	-	2	2	1	1	1	I.TNK	6	39	40
	Bought from France prior to WWII																		
21	T-26	4	11	3	10	90	45L46	TMG	-	-	3	2	1	1	1	L.TNK	9	39	E42
	Captured from Russia																		
22	BT-7	4	25	3	10	90	45L46	TMG	-	-	1	2	1	1	1	L.TNK	11	39	E42
	Captured from Russia																		
23	KV-1	5	12	5	5	90	76L35	TMG	TMG	-	11	8	8	8	4	H.TNK	15	41	L42
	Captured from Russia																		
24	T-34	4	21	4	5	90	76L41	TMG	TMG	-	10	10	6	6	4	M.TNK	17	L42	45
	Captured from Russia																		
25	NIMROD	3	15	4	15	70	40AA	40AA	-	-	2	2	1	1	0	SPAA	12	L42	45
	AA version of the Toldi																		
26	STUG-IIIG	3	13	4	10	90	75L48	TMG	-	-	8	9	3	3	4	AG	14	E43	45
	Help from the Germans																		
27	AUTOBLIND	4	24	4	15	80	20L55	TMG	TMG	-	2	1	1	1	1	AC	8	39	L43
28	ADGZ	4	20	5	20	70	TMG	TMG	TMG	TMG	1	1	1	1	1	AC	6	39	L43
29	SKFZ-222	3	20	2	15	70	20L55	TMG	-	-	1	2	1	1	0	AC	10	39	45

MINOR AXIS UNIT DATA (Continued)

NO.	NAME	SIZE	SPD	CRW	1st SHOT	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	CLS	COST	1ST YR	LST YR
30	39M CSABA	3	24	5	20	70	TMG	-	-	-	1	1	1	1	1	AC	7	39	45
31	L. TRUCK	3	12	2	0	10	-	-	-	-	0	0	0	0	0	LT TR	2	39	45
32	H. TRUCK	4	9	2	0	10	-	-	-	-	0	0	0	0	0	HVY TR	2	39	45
33	SLED	2	12	2	0	10	-	-	-	-	0	0	0	0	0	MDM TR	2	39	45
34	20AA	1	0	5	20	70	20AA	RIFLE	-	-	0	0	0	0	10	ATG	5	39	L43
35	47AT	1	0	6	15	70	47L32	RIFLE	-	-	0	0	0	0	10	ATG	5	39	L43
36	90AA	2	0	10	15	70	90L53	RIFLE	-	-	0	0	0	0	15	ATG	8	39	L43
37	37ATMG	1	0	6	22	70	37L40	RIFLE	-	-	0	0	0	0	10	ATG	3	39	L43
38	37AT	1	0	6	20	50	37L46	RIFLE	-	-	0	0	0	0	10	ATG	5	39	L42
39	50AT	1	0	6	20	50	50L60	RIFLE	-	-	0	0	0	0	10	ATG	6	E42	L43
40	75AT	1	0	5	15	50	75L48	RIFLE	-	-	0	0	0	0	10	ATG	8	E43	45
41	76AT	1	0	6	15	50	76L41	RIFLE	-	-	0	0	0	0	10	ATG	7	41	45
42	65IG	1	0	6	15	70	65L17	RIFLE	-	-	0	0	0	0	10	IG	3	39	L43
43	75IG	1	0	6	15	70	75L10	RIFLE	-	-	0	0	0	0	10	IG	4	39	45
44	81MORT	1	3	3	15	70	81MOR	RIFLE	-	-	0	0	0	0	3	MORT	3	39	45
45	HVY MG	1	3	3	15	70	HMG	RIFLE	-	-	0	0	0	0	4	HMG	2	39	45
46	RIFLE SEC	1	6	11	22	10	RIFLE	ATR	-	-	0	0	0	0	10	INF	2	39	L43
47	LMG SEC	1	6	9	22	10	RIFLE	LMG	LMG	-	0	0	0	0	10	INF	2	39	L43
48	RIFLE SQD	1	6	10	22	10	RIFLE	ATR	-	-	0	0	0	0	10	INF	2	39	45
49	SKI SQD	1	12	10	22	25	SMG	DEMO	ATR	-	0	0	0	0	10	INF	4	39	45
50	ENG SQD	1	6	10	22	10	RIFLE	FLAME	ATR	DEMO	0	0	0	0	10	INF	5	39	45
51	LIGHT ART	1	0	32	1	90	75FH	75FH	75FH	75FH	0	0	0	0	99	ARTY	10	39	45
52	MED ART	2	0	40	1	90	105FH	105FH	105FH	105FH	0	0	0	0	99	ARTY	15	39	45
53	HVY ART	3	0	48	1	90	152FH	152FH	152FH	152FH	0	0	0	0	99	ARTY	20	39	45
70	PILLBOX	1	0	8	18	70	65L17	HMG	HMG	RIFLE	10	10	20	20	99	PILL	20	39	45

MINOR ALLIED UNIT DATA

NO.	NAME	SIZE	SPD	CRW	1st SHOT	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	CLS	COST	1ST YR	LST YR
1	R-35	3	8	2	5	10	37L21	TMG	-	-	6	4	6	4	3	L.TNK	7	39	40
	Badly cramped, this tank gave a poor ride																		
2	H-35	3	9	2	5	10	37L21	TMG	-	-	6	4	6	4	3	L.TNK	8	39	40
	Like most French vehicles, this tank had a 1 man turret																		
3	H-39	3	11	2	5	10	37L33	TMG	-	-	6	4	6	4	3	L.TNK	8	39	40
	Improved version of the H-35																		
4	FT-18	3	7	2	5	10	37L21	-	-	-	2	2	1	1	1	I.TNK	4	39	40
	World war 1 tank with a 37mm gun																		
5	CHAR-B1	5	8	4	5	10	47L34	TMG	75L17	-	7	7	5	5	3	I.TNK	14	39	40
	The French main battle tank of 1940																		
6	S-35	4	12	3	9	10	47L34	TMG	-	-	6	5	6	5	3	I.TNK	12	39	40
	Probably the best French tank in 1940																		
7	AMR-35	3	15	2	10	10	25L72	-	-	-	2	2	1	1	1	L.TNK	7	39	40
	Served in French cavalry formations																		
8	CHAR-B1S	5	8	4	5	10	47L34	TMG	75L17	TMG	8	8	8	8	4	I.TNK	15	39	40
	The best version of the Char B																		
9	FCM-36	3	7	2	5	10	37L21	TMG	-	-	4	4	4	4	2	I.TNK	9	39	40
	Mediocre at best																		
10	FT-17	3	6	2	15	10	TMG	-	-	-	2	2	1	1	1	I.TNK	3	39	40
	WWI tank																		
11	CHAR D2	3	8	3	10	10	47L34	TMG	-	-	4	4	3	3	1	I.TNK	10	39	40
	Too slow for the Cavalry, it was distributed to the infantry																		

MINOR ALLIED UNIT DATA (Continued)

NO.	NAME	SIZE	SPD	CRW	1st SHOT	RDO	TG	TG	HG	HG	FT	FH	ST	SH	TP	CLS	COST	1ST YR	LST YR
12	T-15	4	10	2	15	10	TMG	-	-	-	2	2	1	1	1	L.TNK	5	39	40
	Yes, there was a Belgian tank																		
13	AMC-35	3	12	3	10	10	47L34	TMG	-	-	3	3	2	2	1	L.TNK	10	39	40
	Produced by France and sold to Belgium																		
14	PANHARD	4	17	2	5	10	25L72	TMG	-	-	2	2	1	1	1	AC	6	39	41
15	AMX-UE	2	15	2	15	10	TMG	-	-	-	1	1	1	1	1	M.VEH	4	39	41
16	RENAULT	3	12	2	-	10	-	-	-	-	0	0	0	0	0	MDM TR	2	39	41
17	HOTCHKISS	4	10	2	-	10	-	-	-	-	0	0	0	0	0	HVY TR	2	39	41
18	25 AT	1	0	2	20	10	25L72	RIFLE	-	-	0	0	0	0	10	ATG	4	39	41
19	47 AT	1	0	4	18	10	47L34	RIFLE	-	-	0	0	0	0	10	ATG	5	39	41
20	37 IG	1	0	4	10	10	37L21	RIFLE	-	-	0	0	0	0	10	IG	3	39	41
21	75 IG	1	0	4	10	10	75L10	RIFLE	-	-	0	0	0	0	10	IG	4	39	41
22	60MORT	1	4	2	20	10	60MOR	RIFLE	-	-	0	0	0	0	2	MORT	2	39	41
23	82MORT	1	3	3	20	10	82MOR	RIFLE	-	-	0	0	0	0	3	MORT	3	39	41
24	MDM MG	1	4	2	21	10	MMG	RIFLE	-	-	0	0	0	0	2	MG	2	39	41
25	HVY MG	1	3	3	20	10	HMG	RIFLE	-	-	0	0	0	0	3	MG	2	39	41
26	INF SQD	1	6	10	22	10	RIFLE	LMG	ATR	-	0	0	0	0	10	INF	2	39	41
27	ENGR SQD	1	6	10	22	10	RIFLE	LMG	FLAME	DEMO	0	0	0	0	10	INF	4	39	41
28	MDM ART	2	0	40	1	80	105FH	105FH	105FH	105FH	0	0	0	0	99	ARTY	15	39	41
29	HVY ART	3	0	48	1	80	155FH	155FH	155FH	155FH	0	0	0	0	99	ARTY	20	39	41
70	FORT	2	0	20	10	10	75L17	47L34	HMG	HMG	15	15	25	25	99	PILL	20	39	41

WEAPONS CHART:

You can change a unit's weapon type by editing the unit and entering the weapon number when asked for it. A unit can have up to 4 weapons. For vehicles, the first two weapons are considered to be located in the upper hull or turret; the last two in the lower hull.

The following gun types are not listed by data set. Thus, you can put a German 88mm gun on a British tank. The exception to this is for the weapons set used for the Eastern Front. Some guns that appear in the west or in Africa do not appear in the east; their place is taken by another, usually Soviet, gun. You can tell from the chart which guns these are by looking for duplicate weapon numbers. A number followed by an "E" designates a gun which appears only in the east; the other gun with the same number appears on the other fronts.

The following column headings are used on the weapons chart:

No.: Weapon number.
 Weapon: Weapon name.
 Shell size: Shell size of projectile fired by weapon.
 Pen.: Penetration rating of gun.
 Acc.: Accuracy rating of gun.
 Range: Maximum range of gun in squares.
 Inf. Attack: The infantry attack rating of the gun.
 Ammo: The maximum amount of ammo the gun might have at the beginning of a battle.

WEAPONS

NO.	WEAPON	SHELL SIZE	PEN	ACC	RANGE	INF ATTACK	AMMO
1	RIFLE	1	0	5	10	1	200
2	SMG	1	0	3	6	2	150
3	LMG	1	0	8	10	6	150
4	MMG	1	0	10	16	9	150
5	HMG	1	0	12	18	12	100
6	TMG	1	0	6	10	8	100
7	20AA-QUAD	2	4	15	40	15	50
8	20L55	2	6	15	20	2	200
9	25L72	2	5	6	25	1	150
10	25L73	2	5	6	25	2	200
11	37AA	2	6	6	40	10	100
12	37L21	2	5	5	20	2	125

WEAPONS (Continued)

NO.	WEAPON	SHELL SIZE	PEN	ACC	RANGE	INF ATTACK	AMMO
13	37L33	2	5	6	25	2	100
14	37L40	2	5	8	30	2	85
15	37L46	2	7	15	25	2	150
16	37L53	2	9	20	30	2	125
17	40AA	2	0	11	50	9	125
18E	45L46	3	7	7	25	2	95
18	15MM BESA	1	4	15	20	3	200
19	45L66	3	8	16	30	2	65
20	2 PDR	3	7	15	30	1	100
21	47L32	3	5	8	30	2	105
22	47L34	3	6	9	30	2	100
23	47L40	3	8	15	30	2	110
24	47L53	3	7	10	50	2	65
25	50L42	3	8	10	30	2	100
26	50L60	3	10	15	30	2	80
27	57L52	3	11	9	40	2	100
28	57L73	3	12	16	40	2	100
29	6 PDR	3	12	15	40	2	100
30	60 MORT	3	0	7	40	5	100
31	65L17	4	0	4	30	4	70
32	75L10	4	0	5	30	4	70
33	75 FH	4	0	5	130	5	50
34	76L16	4	0	4	30	5	50
35	3" HOW	4	0	5	30	5	50
36	76 FH	4	0	8	140	5	50
37	3" MORT	4	0	5	50	5	100
38	17 PDR	4	19	15	50	5	75
39	75L17	4	4	5	25	5	60

NO.	WEAPON	SHELL SIZE	PEN	ACC	RANGE	INF ATTACK	AMMO
40	75L18	4	6	4	30	5	80
41	75L24	4	6	5	30	6	80
42	75L31/M2	4	9	8	40	6	80
43	75L28F	4	8	8	50	5	50
44	75L34	4	10	10	40	5	40
45	75L38	4	10	10	40	5	90
46	75L43	4	13	15	50	5	85
47	75L48	4	14	16	50	5	85
48	75L70	4	19	20	60	5	80
49	76L26	4	5	5	25	5	70
50	76L35	4	8	8	30	5	80
51	76L41	4	10	12	40	5	75
52	76L51	4	13	15	50	5	70
53	76L54	4	13	15	40	5	50
54	77L49	4	17*	15	50	5	60
55	75L55	4	20	14	50	1	50
56	81 MORT	3	0	5	55	6	100
57	82 MORT	3	0	10	50	6	100
58	85L53	5	15	12	50	6	55
59	88 FLAK-18	5	15	20	80	6	50
60	88L56	5	17	15	60	6	90
61	88L71/KWK	5	22	20	60	6	85
62	88L71/PAK	5	22	20	60	6	40
63	25 PDR	5	0	6	140	6	40
64	90L50	5	19	14	60	6	45
65	90L53	5	15	12	60	6	40
66	152L20	8	0	4	30	9	30
67	95 HOW	5	0	5	40	6	40

WEAPONS (Continued)

NO.	WEAPON	SHELL SIZE	PEN	ACC	RANGE	INF ATTACK	AMMO
68	105L30	6	0	10	40	7	60
69	100L60	6	21	12	60	1	35
70	100 FH	6	0	10	130	7	30
71	105 FH	6	0	10	130	7	50
72	4.2" MORT	5	0	10	70	7	50
73	120 MORT	4	0	5	130	8	30
74	122 FH	7	0	5	130	7	80
75E	122L43	7	20	10	60	8	30
75	4.5" FH	7	0	5	130	7	80
76	122L22	7	0	8	40	8	35
77	128L58	7	26	15	80	8	40
78	150L10	8	0	5	50	9	30
79	150 FH	8	0	10	130	9	20
80	152 FH	8	0	10	130	9	20
81E	152L32	8	0	8	50	9	20
81	8" HOW	10	0	10	130	10	40
82E	132mm RCKT	10	0	4	130	12	4
82	155 FH	8	0	10	130	9	30
83	FLAMETHROWER	45	0	25	1	9	6
84	DEMO CHARGE	10	2	15	1	9	3
85	MOLOTOV	1	30	12	1	1	4
86	AT-MINE	10	20	12	1	1	2
87	CLSTR GRNDE	2	10	12	1	6	4
88	AT-RIFLE	1	4	6	10	1	10
89	PANZERFAUST	2	29	3	3	1	6
90	PIAT	3	10	1	2	1	6
91	BAZOOKA	3	14	2	4	1	6
92	PNZRSCHRECK	4	24	3	4	1	10

FORMATION COMPOSITION CHARTS:

The following charts show what you get when you purchase a formation after you have chosen one of the unit data sets. Where vehicles are listed, you may get one or more of the types shown depending on the time period and the organization of the force.

The following column headings are used:

No.: Number of formation in data set
Formation: Name of formation.
Units/Hqs: Number of units and headquarters in the formation.
Unit Type: The type(s) of units in the formation.

Year: First year of availability.
Avail.: The type of force or nationality for which the formation is available.
Notes: A listing of the vehicles which may be generated for the formation.

GERMAN FORMATIONS

NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL.	NOTES
1	BN HQ	2/1	SMG SQD X 1 APC X 1	39	ALL	APC=SK250
2	RIFLE CO	18/4	SMG SQD X 1 HMG X 2 MMG X 3 RIFLE SQD X 12	39	ALL	
3	VLKSGRNDR CO	16/4	SMG SQD X 7 HMG X 1 MMG X 1 INF AT X 1 RIFLE SQD X 6	L44	INF	
4	PNZGRNDR CO	30/4	SMG SQD X 1 APC X 15 HMG X 2 RIFLE X 12	41	PZ	APC=SK250,SK251 SK251/10

GERMAN FORMATIONS (Continued)

NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL.	NOTES
5	STUG CO	14/4	AFV X 14	E43	ALL	AFV=STUG-IIIB,STUG-IIIG, STUG-IV, HETZER
6	PZ CO 39-40	22/5	AFV X 22	39	PZ	AFV=PZ-IB,PZ-IIC,PZ-IIIE, PZ-38(T)E
7	PZ CO 41-42	17/4	AFV X 17	41	PZ	AFV=PZ-IIIE,PZ-IIIH, PZ-IIJ,PZ-38(T)E
8	PZ CO 43-45	14/4	AFV X 14	E43	PZ	AFV=PZ-IVG,PZ-IVH, PANTHER
9	SS PZ CO	17/4	AFV X 17	E43	PZ	AFV=PZ-IVG,PZ-IVH, PANTHER
10	HVY PZ CO	14/4	AFV X 14	E44	PZ	AFV=TIGER, KING TIGER
11	TIGER CO	12/3	TIGER X 4 AFV X 8	L42	PZ	AFV=PZ-IIJ,PZ-IIIN PZ-IVE
12	RECON CO	23/4	RIFLE SQD X 4 ENGR SQD X 4 APC X 8 AC X 7	39	PZ	APC=SK250,SK251 SK251/10 AC=SK222,SK231, SK251
13	RIFLE PLT	5/1	RIFLE SQD X 4 MMG X 1	39	ALL	
14	FALSHRMJGR PLT	4/1	SMG SQD X 4	39	INF	
15	VLKSGRNDR PLT	4/1	SMG SQD X 3 RIFLE SQD X 1	L44	INF	
16	ARM ENG PLT	8/1	ENG SQD X 4 APC X 4	39	ALL	APC=SK250,SK251 SK251/10
17	PZGRNDR PLT	8/1	RIFLE SQD X 4 APC X 4	39	PZ	APC=SK250,SK251, SK251/10
18	HVY SUP PLT	4/1	AFV X 4	L42	PZ	AFV=PZ-IIJ,PZ-IIIN, PZ-IVE
19	PZ REC PLT	7/1	AFV X 7	39	PZ	AFV=PZ-IB,PZ-IIC,LYNX
20	PZ PLT 39-40	5/1	AFV X 5	39	PZ	AFV=PZ-IB,PZ-IIC, PZ-IIIE,PZ-38(T)E
21	PZ PLT 41-42	5/1	AFV X 5	41	PZ	AFV=PZ-IIIE,PZ-IIIH, PZ-IIJ,PZ-38(T)E
22	PZ PLT 43-45	4/1	AFV X 4	E43	PZ	AFV=PZ-IVG,PZ-IVH, PANTHER
23	SS PZ PLT	5/1	AFV X 5	E43	PZ	AFV=PZ-IVG,PZ-IVH,, PANTHER

NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL.	NOTES
24	HVY PZ PLT	4/1	AFV X 4	39	PZ	AFV=PZ-IVC,PZ-IVE, PZ-IVF2,TIGER KING, TIGER
25	STUG PLT	4/1	AFV X 4	L42	ALL	AFV=STUG-IIIB,STUG-IIIG,STUG-IV,HETZER
26	JPZ PLT	4/1	AFV X 4	40	PZ	AFV=STUG-IV,JPZ-I, MARDER,HETZER,JPZ-IV
27	AG PLT	4/1	AFV X 4	40	ALL	AFV=STUG-IIIB,STU-H42, STUG-IIIG,STUG-IV, HETZER
28	ND JPZ PLT	3/1	AFV X 3	40	ALL	AFV=JPZ-I,NASHORN, JAGDPANTHER,ELEFANT, JAGDTIGER
29	ARM CAR PLT	5/1	AC X 5	39	PZ	AC=SK222,SK231, SK250,SK251
30	HVY AC PLT	6/1	AC X 6	E44	PZ	AC=234/1,PUMA, 234/3,234/4
31	DIV TRANSPORT	10/1	VEH X 10	39	ALL	VEH=OPEL,BUES-NAG, SKF7,SK250,SK251
32	FLAK PZ SEC	2/1	AFV X 2	L44	PZ	AFV=WIRBLEWIND, OSTWIND
33	SP IG SEC	2/1	AFV X 2	L42	PZ	AFV=BRUMBAR,STU-H42, STUG-IIIG,BISON
34	SP ART SEC	2/1	AFV X 2	L42	PZ	AFV=WESPE,HUMMEL, LORRAINE
35	AT SEC	2/1	AT X 2	39	ALL	AT=37AT,50AT,75AT, 76AT(R)
36	88 SEC	4/1	AT X 2 VEH X 2	39	PZ	AT=88AT, 88 FLAK, VEH=SKFZ7
37	INF GUN SEC	2/1	IG X 2	39	ALL	IG=75IG, 150IG
38	MORTAR SEC	2/1	MOR X 2	39	ALL	MOR=81MOR, 120MOR
39	INF SEC	2/1	RIFLE X 2	39	ALL	
40	ENG SEC	2/1	ENG SQD X 2	39	ALL	
41	INF AT SEC	3/1	INF AT X 3	39	ALL	
42	MG SEC	3/1	HMG X 1 MMG X 2	39	ALL	
43	DIV ART	4/1	105FH X 12 150FH X 4	39	ALL	
44	TK/SPG SEC	2/1	AFV X 2	39	ALL	AFV=PZ-IVE,PZ-IVH, STUG-IIIB,STUG-IIIG, MARDER

SOVIET/POLISH FORMATIONS

NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL.	NOTES
1	BRIG HQ	2/1	SMG SQD X 1 1&1/2 TON X 1	39	ALL	
2	RIFLE CO	18/4	RIFLE SQD X 16 HMG X 1 MMG X 1	39	ALL	
3	SMG CO	14/4	SMG SQD X 13 HMG X 1	39	ALL	
4	CAV SQDRN	13/4	CAV SQD X 13	39	ALL	
5	LT TANK BN	21/3	CAFV X 3 AFV X 18	39	ALL	CAFV=BT7A, KV-1,KV-2 T-34/76A,T-34/76C, AFV=BT7,T-26S,T-60, T-70
6	MED TANK BN	21/3	AFV X 21	39	ALL	AFV=T-28E,T-34/76A, T-34/76C,T-34/85
7	HVY TANK CO	10/4	AFV X 10	E43	ALL	AFV=KVIC,KV85,JSII
8	SPG BN	10/1	AFV X 10	L43	ALL	AFV=SU-85,SU-76, SU-122,SU-152
9	RIFLE PLT	5/1	RIFLE SQD X 5	39	ALL	
10	SMG PLT	4/1	SMG X 4	39	ALL	
11	ENGR PLT	5/1	ENGR SQD X 5	39	ALL	
12	CAV TRP	4/1	CAV X 4	39	ALL	
13	RECON PLT	8/1	SMG SQD X 4 M3 HT X 4	E42	TNK	
14	INDPT TANK PLT	2/1	AFV X 2	39	ALL	AFV=T-28S,KV-1,KV-2, T-34/76A
15	LT TANK CO	10/1	C AFV X 1 AFV X 9	39	ALL	CAFV=BT7A,KV-1,KV-2, T-34/76A,T34/76C, AFV=BT7,T-26S,T-60, T-70
16	MED TANK CO	10/1	AFV X 10	39	ALL	AFV=T-28E,T-34/76A, T-34/76C,T-34/85
17	HVY TANK PLT	3/1	AFV X 3	39	ALL	AFV=KV-1,KV-1C,KV-85, KV-2,JS II
18	TANK DEST BTYY	4/1	AFV X 4	L43	TNK	AFV=SU-85,SU-100, JSU-122
19	SP GUN BTYY	4/1	AFV X 4	L43	TNK	AFV=SU-122,SU-152, JSU-152
20	LT SP BTYY	3/1	SU-76 X 3	39	ALL	

NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL.	NOTES
21	ARMOR CAR PLT	3/1	AC X 3	39	ALL	AC=BA-6,BA-64
22	DIV TRANSPORT	10/1	VEH X 10	39	ALL	VEH=1&1/2 TON TRUCK, 2&1/2 TON TRUCK, M3HT
23	LT ART SEC	2/1	76 AT X 2	39	ALL	
24	AT SEC	2/1	AT X 2	39	ALL	AT=45AT,57AT,76AT
25	MORT SEC	2/1	MORT X 2	39	ALL	MORT=82MORT,120MORT
26	GUN SEC	2/1	IG X 2	39	ALL	IG=75IG,122 HOW
27	INF SEC	2/1	INF X 2	39	ALL	INF=RIFLE,SMG,ENG
28	INF AT SEC	2/1	INF AT X 2	39	ALL	
29	AA SEC	2/1	37AA X 2	E44	TNK	
30	MG SEC	3/1	HMG X 1 MMG X 2	39	ALL	
31	ROCKET BTYY	8/1	KATYUSHKA X 8	E42	ALL	
32	HOW BN	3/1	122FH X 8 152FH X 4	41	ALL	
33	TANK SEC	2/1	AFV X 2	39	ALL	AFV=T-35,KV-1C,KV-2, T-34/76A,T-34/76C
34	SPG SEC	2/1	AFV X 2	E43	ALL	AFV=SU-76,SU-85, SU-122,SU-152
35	POLISH INF CO	15/4	RIFLE X 13 MMG X 2	39	ALL	
36	POLISH CAV SQD	13/4	CAV X 13	39	ALL	
37	POLISH TANK CO	16/4	AFV X 16	39	ALL	AFV=TK-3,TK-3M, TKS,7TPJW,FT-17
38	POLISH INF PLT	4/1	RIFLE X 4	39	ALL	
39	POLISH CAV TRP	4/1	CAV X 4	39	ALL	
40	POLISH TANK PLT	5/1	AFV X 5	39	ALL	AFV=TK-3,TK-3M, TKS,7TPJW,FT-17
41	POLISH AT SEC	2/1	37AT X 2	39	ALL	
42	POLISH 75 SEC	2/1	75IG X 2	39	ALL	
43	POLISH AC TRP	3/1	AC X 3	39	ALL	AC=WZ-34,WZ-34/A
44	POLISH MORT SEC	2/1	60MORT X 2	39	ALL	

BRITISH COMMONWEALTH FORMATIONS

NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL.	NOTES
1	BN HQ	2/1	INF SQD X 1 APC X 1	39	ALL	APC=KANGAROO,BREN, M3 HT
2	INF CO	14/4	INF SQD X 13 MG X 1	39	ALL	
3	MECH CO	29/4	INF SQD X 12 APC X 17	39	TNK	APC=KANGAROO,BREN, M3 HT
4	HUSSAR SQDRN	16/4	AFV X 16	39	TNK	AFV=MKIIA,MKVIC, HONEY,STUART VI
5	CRUISER SQDRN	16/4	AFV X 14 CS X 2	39	TNK	AFV=A-10,A-13, CRUSADER I,CRUSADER III, MATILDA CS,CRUSADER CS, CHURCHILL CS
6	DRAGOON SQDRN	12/4	AFV X 12	E42	TNK	AFV=HONEY,CRUSADER I, SHERMAN I, LEE
7	INF TANK CO	17/6	AFV X 16 CS X 1	39	ALL	AFV=VALENTINE III,VALENTINE IX, MATILDA II,CHURCHILL I, CHURCHILL IV, CS=CROMWELL CS, MATILDA CS,CRUSADER CS,CHURCHILL CS
8	43 TANK CO	16/4	AFV X 14 CS X 2	E43	TNK	AFV=CROMWELL, SHERMAN I, CS=CHURCHILL CS,CROMWELL CS, CRUSADER CS, MATILDA CS
9	44 TANK CO	14/4	AFV X 14	L44	TNK	AFV=SHERMAN I,FIREFLY, SHERMAN III,CROMWELL, CENTAUR,CHALLENGER
10	TANK DEST CO	14/4	AFV X 12 AC X 2	L44	ALL	AFV=ARCHER,ACHILLES AC=DAIMLER,HUMBER, STAGHOUND
11	AC SQDRN	18/6	AC X 18	39	TNK	AC=DAIMLER,HUMBER, STAGHOUND
12	INF PLT	4/1	INF SQD X 4	39	ALL	
13	ENGR PLT	4/1	ENGR SQD X 4	39	ALL	
14	MECH PLT	8/1	INF SQD X 4 APC X 4	39	TNK	APC=KANGAROO,BREN, M3 HT
15	HUSSAR TROOP HONEY,STUART VI	4/1	AFV X 4	39	TNK	AFV=MKIIA,MKVIC

NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL.	NOTES
16	CRUISER TROOP	4/1	AFV X 4	39	TNK	AFV=A-10,CRUSADER I, A-13,CRUSADER III
17	DRAGOON TROOP	3/1	AFV X 3	E42	TNK	AFV=HONEY,CRUSADER I, GRANT, SHERMAN I
18	INF TANK PLT	3/1	AFV X 3	39	ALL	AFV=MATILDA II,VALENTINE III, VALENTINE IX CHURCHILL I, CHURCHILL IV
19	43 TANK PLT	4/1	AFV X 4	E43	TNK	AFV=SHERMAN I, CROMWELL
20	44 TANK PLT	4/1	AFV X 4	L44	TNK	AFV=SHERMAN I,FIREFLY, CROMWELL,SHERMAN III, CENTAUR,CHALLENGER
21	LIGHT TANK PLT	4/1	AFV X 4	E43	ALL	AFV=HONEY,STUART VI
22	TANK DEST PLT	4/1	AFV X 4	L44	ALL	AFV=ARCHER,ACHILLES
23	REECE TROOP	4/1	APC X 2 AFV X 2	E43	TNK	APC=KANGAROO,BREN, M3 HT, AFV=SHERMAN I, CROMWELL
24	AC TROOP	3/1	AC X 3	39	ALL	AC=DAIMLER,HUMBER, STAGHOUND
25	DIV TRANSPORT	10/1	VEH X 10	39	ALL	VEH=1&1/2TON,BREN, 2&1/2TON,M3 HT, KANGAROO
26	CROCODILE SEC	2/1	CROCODILE X 2	E44	ALL	
27	CS TANK SEC	2/1	CS X 2	40	ALL	CS=CRUSADER CS,MATILDA CS, CROMWELL CS,CHURCHILL CS
28	TANK SEC	2/1	AFV X 2	39	ALL	AFV=HONEY,MATILDA II,GRANT, SHERMAN I, SHERM.III
29	SP ART SEC	2/1	AFV X 2	E42	ALL	AFV=BISHOP,PRIEST, SEXTON
30	AT SEC	2/1	AT X 2	39	ALL	AT=2PDR,6PDR,17PDR,
31	MORT SEC	2/1	MORT X 2	39	ALL	MORT=3IN MORT,4.2IN, MORT
32	25PDR SEC	2/1	25PDR X 2	39	ALL	
33	INF SEC	2/1	INF SQD X 2	39	ALL	
34	ENGR SEC	2/1	ENGR SQD X 2	39	ALL	
35	HVV WPNS SEC	4/1	INF SQD X 2 MMG X 2	39	ALL	
36	INF AT SEC	3/1	INF AT X 3	E43	ALL	
37	DIV ART	4/1	25PDR X 16	39	ALL	
38	CORPS ART	4/1	4.5IN FH X 8	L42	ALL	HOW=4.5" FH,8" HOW, HOW X 8

MINOR AXIS FORMATIONS

NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL.	NOTES
1	BN HQ	2/1	RIFLE SQD X 1 LT TRUCK X 1	39	ALL	
2	ITALIAN INF CO	17/4	RIFLE SQD X 10 LMG SEC X 6 HMG X 1	39	ITALY	
3	INF CO	14/4	RIFLE SQD X 13 HMG X 1	39	MINOR	
4	SKI CO	16/4	SKI SQD X 12 RIFLE SQD X 1 HMG X 1 SLED X 2	39	FIN	
5	LT TANK CO	16/4	AFV X 16	39	ITALY	AFV=CV-L3/35,CV-LS/40
6	MDM TANK CO	17/4	AFV X 17	40	ITALY	AFV=M-11/39,M-13/40, M-13/42,P-26/40
7	SEMOVENTE CO	14/4	AFV X 14	E42	ITALY	AFV=SEM 47,SEM 75, SEM 105,SEM 90
8	TANK CO	14/4	AFV X 14	39	RUM	AFV=CKD-R.1,CKD-P.II, R-35,PZ-38(T)E,PZ-IVH
9	TANK CO	17/4	AFV X 17	39	HUNG	AFV=TOLDI-I-II,TURAN-I, TURAN-II,PZ-38(T)E, PZ-IVH
10	TANK CO	16/4	AFV X 16	39	FIN	AFV=FT-18,T-26S, BT-7,KV-1,T-34/76A
11	INF PLT	5/1	RIFLE X 3 LMG SEC X 2	39	ITALY	
12	INF PLT	4/1	RIFLE SQD X 4	39	MINOR	
13	SKI PLT	4/1	SKI SQD X 4	39	FIN	
14	ENGR PLT	4/1	ENGR SQD X 4	39	ALL	
15	LT TANK PLT	5/1	AFV X 5	39	ITALY	AFV=CV-L3/35,CV-L6/40
16	MDM TANK PLT	5/1	AFV X 5	40	ITALY	AFV=M-11/39,M-13/40, M-13/42,P-26/40
17	SEMOVENTE PLT	4/1	AFV X 4	E42	ITALY	AFV=SEM 47,SEM 75, SEM 105,SEM 90
18	TANK PLT	4/1	AFV X 4	39	RUM	AFV=CKD-R.1,CKD-P.II, R-35,PZ-38(T)E,PZ-IVH

NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL.	NOTES
19	TANK PLT	5/1	AFV X 5	39	HUNG	AFV=TOLDI-I-II,TURAN-I, TURAN-II,PZ-38(T)E, PZ-IVH
20	TANK PLT	5/1	AFV X 5	39	FIN	AFV=FT-18,T-26S,BT-7, KV-1,T-34/76A
21	AC PLT	5/1	AC X 5	39	ITALY	AC=AUTOBLINDA
22	AC PLT	5/1	AC X 5	39	RUM	AC=ADGZ,SK222
23	AC PLT	5/1	AC X 5	39	HUNG	AC=39M CSABA,SK222
24	ASSAULT BTTY	10/1	AFV X 10	L43	HUNG	AFV=TURAN-II,STUG-IIIG
25	AA/AT BTTY	6/1	AFV X 6	L42	HUNG	AFV=NIMROD
26	AT SEC	2/1	AT X 2	39	ITALY	AT=20AA,47AT,90AA, 37ATMG
27	AT SEC	2/1	AT X 2	39	RUM	AT=37AT,47AT,75AT, 76AT
28	AT SEC	2/1	AT X 2	39	HUNG	AT=37AT,50AT,75AT, 76AT
29	AT SEC	2/1	AT X 2	39	FIN	AT=37AT,75AT,76AT
30	IG SEC	2/1	65IG X 2	39	ITALY	
31	IG SEC	2/1	75IG X 2	39	MINOR	
32	MOR SEC	2/1	81 MORT X 2	39	ALL	
33	MG SEC	2/1	HMG X 2	39	ALL	
34	REGT ART	4/1	75FH X 12 105FH X 4	39	ALL	
35	DIV ART	4/1	105FH X 12 150FH X 4	39	ALL	
36	TANK SUPPORT PLT	4/1	AFV X 4	40	ALL	AFV=PZ-38(T)E,PZ-IVH, TIGER,STUG-IIIG
37	DIV TRANSPORT	10/1	VEH X 10	39	ALL	VEH=TRUCK

MINOR ALLIED FORMATIONS

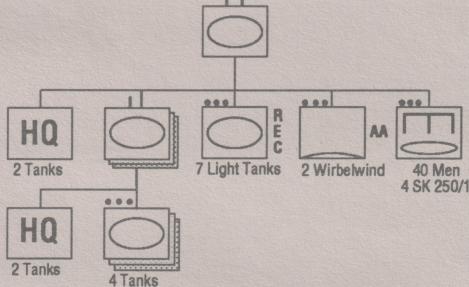
NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL.	NOTES
1	BN HQ	2/1	SMG SQD X 1 VEH X 1	39	ALL	VEH=RENAULT,AMX UE, HOTCHKISS
2	INF CO	14/4	INF SQD X 13 VEH X 1	39	ALL	VEH=RENAULT,AMX UE, HOTCHKISS
4	CAV SQDRN	29/5	INF SQD X 8 AMX UE X 8 VEH X 13	39	FR	VEH=PANHARD,R-35, H-35,AMR-35,AMC-35
5	LEGERE TANK CO	13/5	AFV X 13	39	FR	AFV=PANHARD,R-35, H-35,AMR-35,AMC-35
6	CUIR TANK CO	10/4	AFV X 10	39	FR	AFV=CHAR B1,CHAR B1S, S-35
7	INF TANK CO	13/5	AFV X 13	39	FR	AFV=FT-18,FT-17, FCM-36,CHAR D2
8	BELGIAN CAV CO	12/4	AFV X 12	39	BEL	AFV=FT-17,FT-18,T-15, AMC-35
9	DUTCH TANK CO	12/4	AFV X 12	39	DU	AFV=FT-17,FT-18
10	INF PLT	4/1	INF SQD X 4	39	ALL	
11	ARMOR INF PLT	8/1	INF SQD X 4	39	ALL	AMX UE X 4
12	CAV TRP	6/1	AFV X 6	39	FR	AFV=PANHARD,R-35, H-35,AMR-35,AMC-35
13	LEGERE TANK PLT	3/1	AFV X 3	39	FR	AFV=R-35,H-35,H-39, AMR-35
14	CUIR TANK PLT	3/1	AFV X 3	39	FR	AFV=CHAR B1,CHAR B1S, S-35
15	INF TANK PLT	3/1	AFV X 3	39	FR	AFV=FT-18,FT-17, FCM-36,CHAR D2
16	BELGIAN CAV PLT	3/1	AFV X 3	39	BEL	AFV=FT-17,FT-18,T-15, AMC-35
17	DUTCH TANK PLT	3/1	AFV X 3	39	DU	AFV=FT-17,FT-18
18	DIV TRANSPORT	10/1	VEH X 10	39	ALL	VEH=RENAULT,AMX UE, HOTCHKISS
19	AT SEC	2/1	AT X 2	39	ALL	AT=25AT,47AT
20	IG SEC	2/1	IG X 2	39	ALL	IG=37IG,75IG
21	MORT SEC	2/1	MORT X 2	39	ALL	MORT=60 MORT,82MORT

NO.	FORMATION	UNITS/HQS	UNIT TYPE	YEAR	AVAIL.	NOTES
22	INF SEC	2/1	INF SQD X 2	39	ALL	
23	ENGR SEC	2/1	ENGR SQD X 2	39	ALL	
24	HVY WPNS SEC	4/1	INF SQD X 2 HMG X 1 MMG X 1	39	ALL	
25	TANK SEC	2/1	AFV X 2	39	ALL	AFV=FT-17,FT-18,T-15, AMC-35
26	DEV ART	3/1	105 FH X 8	39	ALL	150 FH X 4

SAMPLE ORGANIZATIONAL CHARTS:

The following two charts illustrate how you can use the formations given in the game to construct other, larger, forces.

Sample German Panzer Battalion 1944-45:

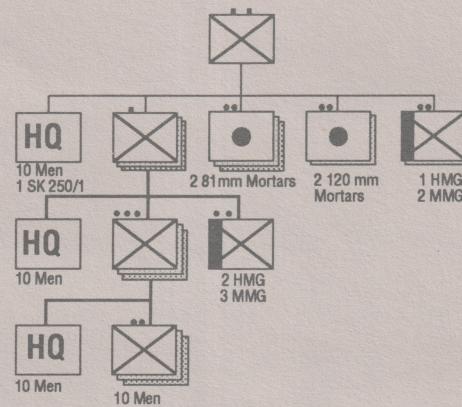


To buy this organization, purchase the following German formations in late 1944 or 1945:

- 3 * formation 8
- 1 * formation 16
- 1 * formation 19
- 1 * formation 32

Edit your units and covert units A0 and A1 to tanks.

Sample German Infantry Battalion Chart:



To buy this organization, purchase the following German formations:

- 3 * formation 2
- 5 * formation 38
- 2 * formation 42

Edit your units and make sure you have six 81mm mortars and four 120mm mortars.

TIME PERIODS:

The following months show the active time periods for each army during the campaign game. Note that if you are playing the British and you have a force value of less than 50, there is a 50% chance that you will fight in Norway in April of 1940. If you are playing the British or Germans and you have a force value of less than 50, then you will fight in Crete in May of 1941.

German Army		
Western Europe	Eastern Europe	Africa
5/40 - 6/40	9/39 - 10/39	4/41 - 5/43
4/41 - 5/41	7/41 - 5/45	
7/43 - 5/45		

British Army		
Western Europe	Africa	
4/40 - 6/40	9/40 - 5/43	
4/41 - 5/41		
7/43 - 5/45		

Russian Army		
Eastern Europe		
12/39 - 2/40		
7/41 - 5/45		

PANZER STRIKE! is an extremely interesting simulation of WWII land combat. You can command a variety of different forces from PZ-IIIC's in Belgium to Tigers in Tunisia to cavalry units in the dead of winter in Finland. Your own imagination is the only limitation.

The following are some suggested guidelines on tactics.

Advancing

1. Armor – The tank is by far the most potent unit in the game. Do not squander it by rushing headlong into an ambush. It is infinitely preferable to send either a light tank or an armored car to find the enemy's position than to suddenly see half of your heavy armor brew up by blundering into an ambush. One way for your armored units to attack is to use the overwatch method. This is done by having some of your tanks advance while the remaining tanks stay in a good position to support them. Once the lead tanks have moved forward 300-500 yards, have them stop and order the rear group to advance through them to the next forward support position. By using

Players' Notes

the overwatch method, when you encounter the enemy you will instantly have fire support to neutralize enemy fire.

2. Infantry – Spread out. Your infantry units are much more vulnerable to fire when in the open or densely packed. Take advantage of all available terrain when advancing. Tanks can often survive being hit in the open...they have armor. Infantry has no armor and must be more cautious. Another important point with attacking infantry is to stay near your tanks. The heavy firepower they can lend at short notice is very important to the survival of your infantry force.

3. Artillery – Field guns and howitzers can be very useful to an attack because of their ability to lay smoke. Use your medium artillery to lay smoke that allows you to reach a better firing position and hold your heavy guns and mortars until you spot his main force. Start dropping your light mortars (81mm, 82mm, or 3") immediately on any suspected positions as they have lots of ammunition. The highest priority targets for artillery fire

are AT guns and artillery. Your won't kill tanks often enough for it to be worth firing at them with your artillery, but heavy artillery can really hurt enemy guns.

Defending

1. Armor – The most important thing to decide when defending with armor is what ranges to set your weapons at. If your weapons can kill your opponent's tanks better at range than his can kill yours, then leave your ranges set to maximum. If, however, your opponent has better long range weapons than you, then try to set ambushes where you'll get shots at point blank before your opponent spots your positions.

2. Infantry – The most successful infantry defense is one where you are able to fire before your opponent does. This requires judicious use of the ambush. Ambushing really just consists of waiting for your opponent to drive right into a set up trap where you can kill him before he can hurt you seriously. This usually means that you have to use terrain very well. Ambushes succeed best when your infantry is on the back side of hills or in

dense woods/cities. In these situations, you will often be able to kill enemy units before they can react. One important capability of infantry is assault. Infantry can assault enemy units that are adjacent to them, and this is lethal to even the most powerful enemy tank of infantry squad. Use assaults whenever you can, because at a range of 50 yards enemy units will quickly remove your infantry unless you remove them first.

3. Artillery - There are really only two uses for defending artillery...counter-battery and pinning attacking infantry. Mortars and howitzers on defense can be used very effectively to blast enemy mortars once they reveal themselves by firing. Of course, this goes both ways, so spread out your artillery. However, pounding advancing enemy infantry is generally more important. In this case, it's not the act of killing them that is as important as the act of pinning them. Pinned infantry won't want his infantry units to reach you piecemeal. As time is generally on the defenders side, pinning a unit is almost as good as killing it.

General

1. Always remember to rally your troops. Although you will lose suppression points when your opponent stops firing at you, rallying will perform this function much faster, and may prevent your troops from fleeing from the scene of battle.

2. Remember your objective. Killing lots of enemy units won't necessarily win the battle for you if you were supposed to break through and bypass the enemy. Glory hunting will just get you killed.

3. Watch your ammunition supply. Some weapons come with plentiful ammo and can be fired virtually at will. However, several heavy guns come with so little ammo the targets must be chosen carefully.

4. Know your enemy. Whenever you spot an enemy vehicle, look it up. Examine its characteristics and calculate whether to engage it at range or to use smoke to allow you to close.

Notes on Graphics:

There are some graphic shapes which you will see on the screen which may require some explanation. The shape that looks like two arrows facing each other is the conflict symbol, and is used whenever forces of both sides are in the same square. You will also note that heavy tanks have a "thicker" looking appearance than light tanks. (A tank with a silhouette size of 5 or more is considered heavy.)

Tank, vehicle, and anti-tank gun units can face any of the 8 possible directions, and hence have a different shape for each. Infantry and mortar units, while able to face any of the 8 directions, have only one symbol which is used for any facing.

Finally, to become familiar with the various terrain shapes, you will note that the number of each shape is given in the map build routine as the cursor is placed in the square of the feature. The best way to learn about the terrain for a given theatre is to choose to build a custom map, and then type in one square of each type of terrain.

Scenario Notes

EASTERN THEATRE:

Scenario Name:	Iron Stoves
Date of Action:	September, 1941
Map Size:	20 x 60
Visibility:	10
Axis Mission:	Delay
Allied Mission:	Bypass
Game Length:	30
Suggested	
Human Player:	Soviet
Historical Notes:	As the German forces neared Leningrad, they were ordered to encircle the city rather than attempt to take it outright. Outside the village of Malaya Kabosi, the Soviets counterattacked with their new KV-1 and KV-2 tanks in an attempt to reopen the lines into the city.

appearance of the Tiger tank in combat on the Eastern Front. Though the temperature was 28 degrees below zero Celsius, the reception the Tigers gave the T-34's was anything but cold.

AFRICAN THEATRE:

Scenario Name:	Breakout
Date of Action:	June, 1942
Map Size:	10 x 60
Visibility:	10
Axis Mission:	Delay
Allied Mission:	Bypass
Game Length:	30
Suggested	
Human Player:	British
Historical Notes:	The lines for both sides were quite confused after the battle of Gazala. Units of the British 50th division used the cover of a duststorm to mask their breakout through enemy lines towards Tobruk.

Scenario Name:	Ring Road
Date of Action:	January, 1943
Map Size:	60 x 60
Visibility:	40
Axis Mission:	Hold Objective
Allied Mission:	Clear Objective
Game Length:	60
Suggested	
Human Player:	Soviet
Historical Notes:	This was the first

Scenario Name:	DAK Reacts
Date of Action:	November, 1941
Map Size:	60 x 60
Visibility:	60
Axis Mission:	Engage
Allied Mission:	Engage

Game Length: 30

Suggested

Human Player: British

Historical Notes: During the Crusader battles, the Stephen Group, part of the 5th Panzer Regiment, was ordered to reconnoiter towards the village of Gabr Saleh. There it ran into most of the 4th Armoured Brigade Group. Although numerically the two forces were closely matched, the Honeys could not stand up to the German guns.

WESTERN THEATRE:

Scenario Name:	Group Franc
Date of Action:	June, 1940
Map Size:	20 x 60
Visibility:	50
Axis Mission:	Bypass
Allied Mission:	Hold Objective
Game Length:	60
Suggested	

Human Player: German

Historical Notes: A French force, consisting mostly of armored cars but with anti-tank guns and tanks in support, was ordered to set up a roadblock at the town of Boos, near Rouen, during the French retreat. The Germans tried to

sneak through a column of tanks; the unsupported tanks were no match for the combined arms defense of the French.

Scenario Name: British Steel
Date of Action: May, 1940
Map Size: 20 x 60
Visibility: 50
Axis Mission: Clear Objective
Allied Mission: Clear Objective
Game Length: 30
Suggested
Human Player: Either
Historical Notes: During the Battle of Arras, the British broke through the German lines and overran some of the German anti-tank guns. The commander of the German forces, Erwin Rommel, discovered in this, his first engagement with the British, that his 37 mm anti-tank guns could not penetrate the armor on the Matilda tank.

Scenario Name:	Cleve-Hekkens Road	Scenario Name:	Tutorial
Date of Action:	February, 1945	Date of Action:	Late 1944
Map Size:	60 x 60	Map Size:	20 x 60
Visibility:	40	Visibility:	90
Axis Mission:	Clear Objective	Axis Mission:	Clear Objective
Allied Mission:	Clear Objective	Allied Mission:	Clear Objective
Game Length:	30	Game Length:	30
Suggested		Suggested	
Human Player:	German	Human Player:	German
Historical Notes:	During the British drive to the Rhine, units of the British XXX Corps met and repulsed a counter-attack staged by units of the 15th Panzer Grenadier Division. Losses were heavy on both sides, with the Germans losing 4 Jagdpanzers as well as some tanks.	Historical Notes:	This scenario is not historically based. Both sides must clear a town of enemy troops so as to control the crossroads. Both sides have a combined arms force, but the Germans have the edge in quality of equipment and hold the objective at the start.

TERRAIN EFFECTS CHARTS FOR EASTERN/WESTERN EUROPE AND NORTH AFRICA

TERRAIN EFFECTS CHART
Eastern and Western Europe

#	Terrain Type	Level	Cover?	Movement Costs		
				V	T	F
0	Clear	1	N	5	5	5
1-7	Road	1	N	3.5	2.5	4
8-9	Stone Bldg	1	Y	20	NA	7.5
10	Forest	1	Y	20	60	10
11-16	Slope	2	N	7.5	10	6
17-18	Slope/Road	2	N	4	3.5	2
19	Rough	2	Y	20	60	10
20	Wheat	1	Y	5	10	7.5
21	Cliff	3	N	NA	NA	25
22	Depression	1	Y	20	60	10
23	Wood Bldg	1	Y	5	5	5
24	Clear	3	N	5	5	5
25-31	Road	3	N	3.5	2.5	4
32-33	Stone Bldg	3	Y	20	NA	7.5
34	Forest	3	Y	20	60	10
35	Rough	4	Y	20	60	10
36	Wheat	3	Y	5	10	7.5
37	Bldg Fire	1	Y	20	60	10
38	Depression	3	Y	20	60	10
39	Wood Bldg	3	Y	5	5	5
40	Swamp	0	Y	30	NA	15
41	Water	0	N	NA	NA	NA
42-47	River	0	N	NA	NA	NA

TERRAIN EFFECTS CHART
North Africa

#	Terrain Type	Level	Cover?	Movement Costs		
				V	T	F
0	Clear	1	N	5	5	5
1-7	Road	1	N	3.5	2.5	4
8-9	Stone Bldg	1	Y	20	NA	7.5
10	Olive Trees	1	Y	20	60	10
11-16	Slope	2	N	7.5	10	6
17-18	Slope/Road	2	N	4	3.5	2
19	Rough	2	Y	20	60	10
20	Sand	1	Y	15	60	10
21	Impossible Sand	1	N	NA	NA	25
22	Depression	1	Y	20	60	10
23	Wood Bldg	1	Y	5	5	5
24	Clear	3	N	5	5	5
25-31	Road	3	N	3.5	2.5	4
32-33	Stone Bldg	3	Y	20	NA	7.5
34	Olive Trees	3	Y	20	60	10
35	Rough	4	Y	20	60	10
36	Sand	3	Y	15	60	10
37	Bldg Fire	1	Y	20	60	10
38	Depression	3	Y	20	60	10
39	Wood Bldg	3	Y	5	5	5
40	Oasis	0	Y	5	5	5
41	Water	0	N	NA	NA	NA
42-47	Escarment	0	N	NA	NA	25

48-49	Bridge	1	N	5	5	5
50	Coast/River	0	N	NA	NA	25
51	Coast	0	N	5	5	5
52	Coast/Beach	0	N	5	10	7.5
53	Beach	0	N	5	10	7.5
54	Vegetation Fire	1	Y	20	60	10
55	Rubble	1	Y	25	NA	10
56	Rubble	3	Y	25	NA	10
57	Dragon teeth	1	N	60	NA	5
58	Dragon teeth	2	N	60	NA	5
59	Dragon teeth	3	N	60	NA	5

48-49	Bridge	1	N	5	5	5
50	Coast	0	N	5	5	5
51	Coast	0	N	5	5	5
52	Coast	0	N	5	5	5
53	Unused					
54	Vegetation Fire	1	Y	20	60	10
55	Rubble	1	Y	25	NA	10
56	Rubble	3	Y	25	NA	10
57	Dragon teeth	1	N	60	NA	5
58	Dragon teeth	2	N	60	NA	5
59	Dragon teeth	3	N	60	NA	5

NOTES

Number preceding type is number used for placing terrain during the map build routines.

Level is the height level of the feature.

Cover indicates whether the feature does (Y) or does not (N) provide cover to units in that feature. All cover is soft except for stone buildings, which are hard cover.

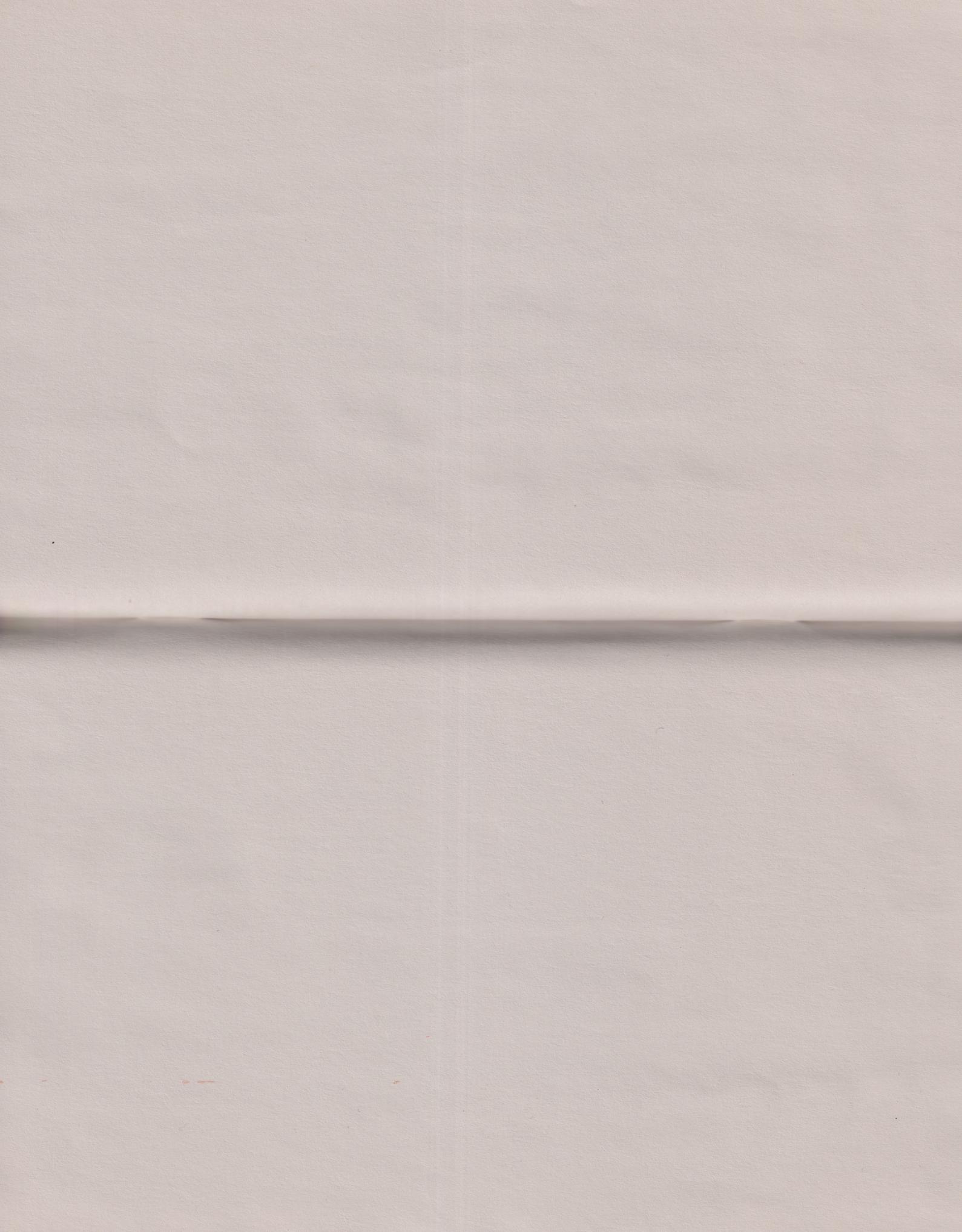
Movement numbers are costs in miles per hour to enter square.

When the weather is snow or rain, add 2.5 to the cost to enter all terrain features. When the weather is snow, the cost to enter swamps is half of the normal cost.

V = All vehicles except trucks

T = Trucks

F = Foot and mobile gun (mortar) units



MANUAL BRIEFING

PANZER STRIKE!

MAP MENU:

- (1-8) Move cursor.
- (9) Display current score.
- (0) View terrain only. All units are cleared from the screen so that the underlying terrain can be seen.
- (A-S) Select unit. Press the formation letter followed by the unit number. That unit will become the current unit and you will be placed in the Unit Menu.
- (U) Get unit at cursor position. The unit at the cursor location will become the current unit and you will be placed in the Unit Menu.
- (V) View. All squares that can be seen from the cursor location will be inversed.
- (W) View mission objective. All squares in the mission objective area will be inversed.
- (X) Exit Orders Phase.
- (Y) Inspect stack. The type of the next unit down in the stack will appear at the bottom of the Map Menu.
It can then be accessed with the U key.
- (Z) Toggle maps. The map changes to whichever (strategic or tactical) is not in use.
- (/) The score is displayed and the game will end.
- (*) Places all units on a side under computer control. In Deployment, this key Digs-in all units.

KEYS ACTIVE DURING COMBAT PHASE

- (1) Decrease message delay 1 increment.
- (9) Increase message delay 1 increment.
- (0) Orders. Go to an Orders Phase at the end of the current Combat Phase.
- (P) Toggle pause. When first hit, will stop the action; when hit again, will restart it.
- (S) Toggle sound. Turns sound on and off.
- (T) View terrain only. All units are cleared from the screen so that the underlying terrain can be seen.
- (Z) Toggle maps. The map changes to whichever (strategic or tactical) is not in use.

QUESTIONS OR PROBLEMS: Our main business telephone number is (415) 964-1353. We also have a Technical Support Hotline number: (415) 964-1200, which you can call if you have problems with your disk or need a clarification of the game/rules. Both numbers can be called every weekday, 9 to 5 Pacific Time.

